

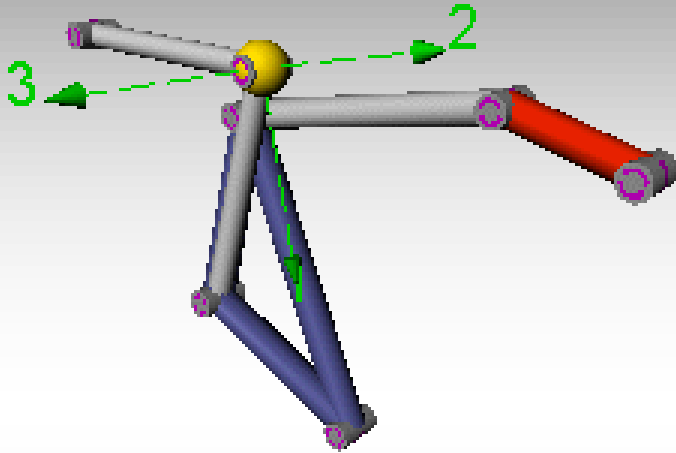
Computational Biomechanics 2017

**Lecture 04:**  
**Forward vs. Inverse**  
**Multi Body Dynamics**

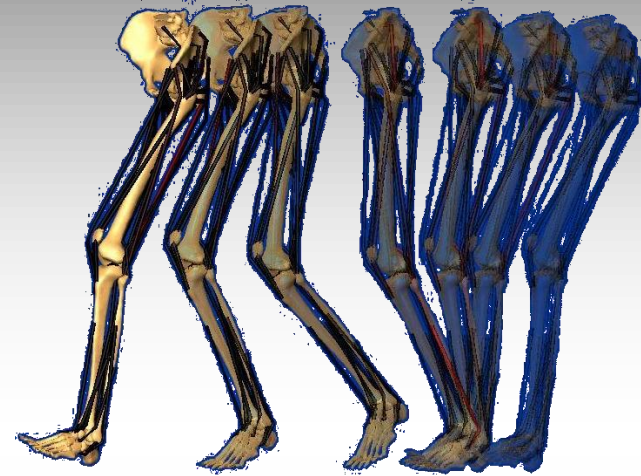
*Ulli Simon, Martin Pietsch, Matthias Kost, Lucas Engelhardt*

*Scientific Computing Centre Ulm, UZWR  
Ulm University*

# Mehrkörpersysteme (MKS):



Quelle: IFM, TU Chemnitz, alaska



Quelle: UFB, Forster&Simon

## Zum Merken:

MK-Modelle bestehen aus:

- Starrkörpern (mit Massen, Massenmomente)
- Gelenken (Bindungen)

# Beispiel: Kurbelantrieb

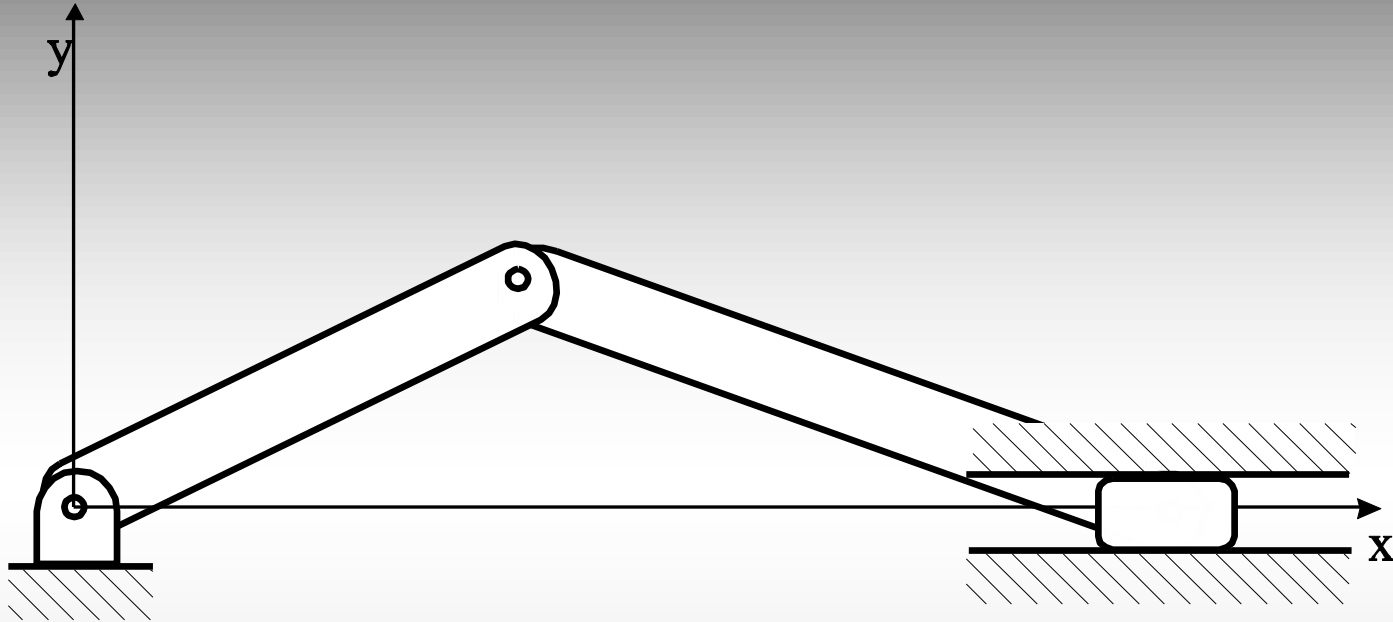
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Raddampfer, New Orleans

# 2D MK-Modell

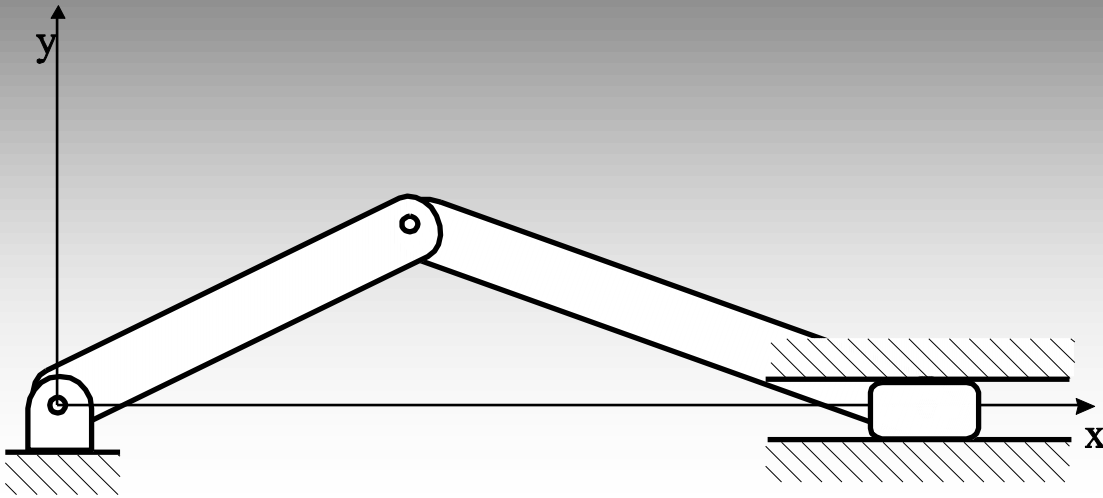
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Modellbildung:

- 2 starre Körper:
- 3 Gelenke:

# Freiheitsgrade und Bindungen



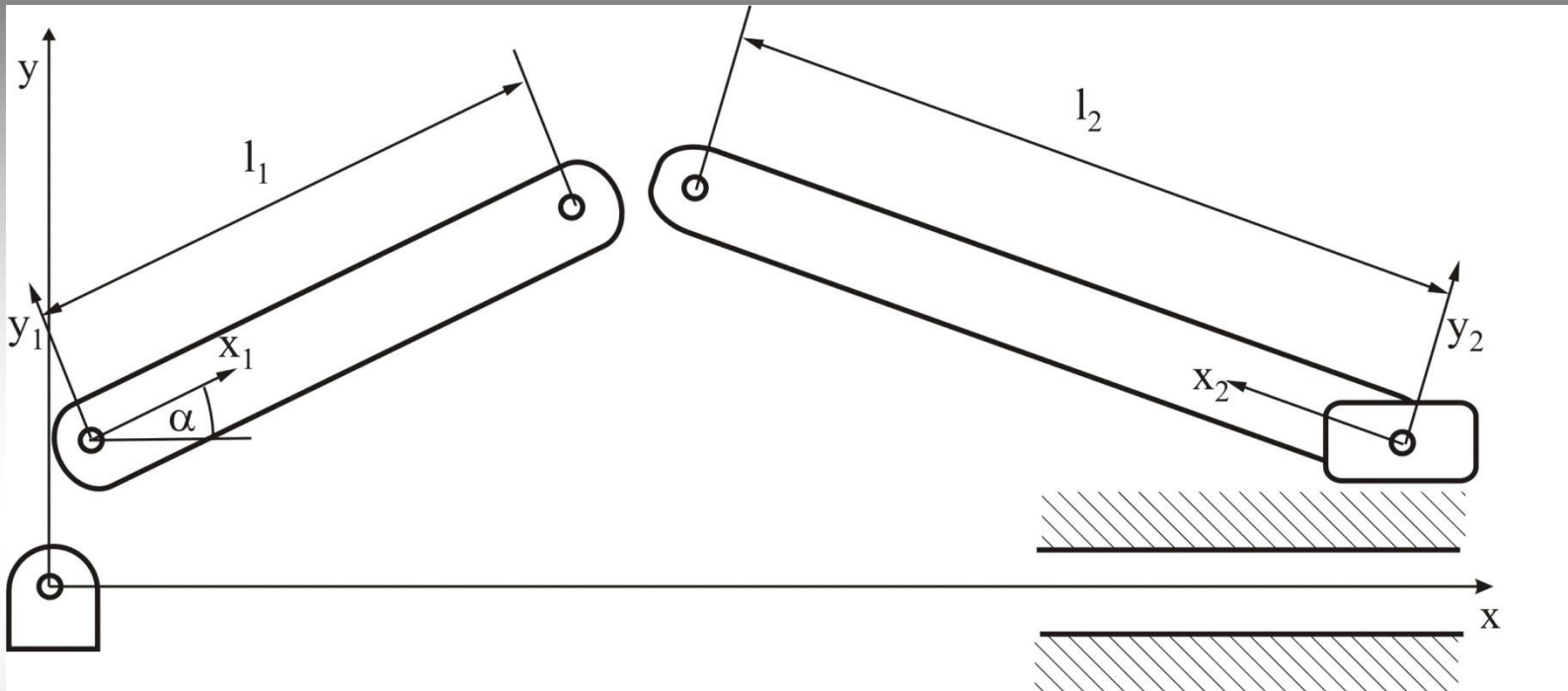
## Zum Merken:

Gelenke sind Bindungen; sie reduzieren FG des Systems:

2D: FG Gesamtsystem = Anzahl Körper  $\times$  3 – Anzahl Bindungen

3D: FG Gesamtsystem = Anzahl Körper  $\times$  6 – Anzahl Bindungen

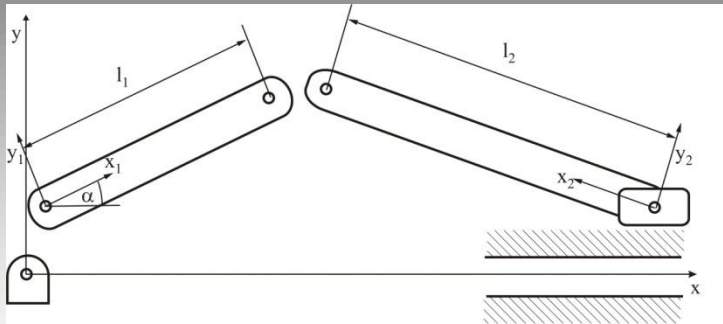
# Kinematik im 2D-Raum



Zusammenbau-Bedingungen:

- Gelenk A:
- Gelenk B:
- Gelenk C:

# Bindungsgleichungen (constraint equations)



Gelenke: kinematische-Bindungen  
(kinematic constraints)

Antrieb: Rheonome Bindungen  
(driver constraints)

$$\begin{bmatrix} x_{P1} \\ y_{P1} \\ x_{P1} - x_{P4} + l_1 \cos \alpha + l_2 \sin \beta \\ y_{P1} - y_{P4} + l_1 \sin \alpha - l_2 \cos \beta \\ y_{P4} \end{bmatrix} = \underline{\underline{0}}$$

$$\alpha - \Omega t = 0$$

# (Vorwärts-)Dynamik / Inverse Dynamik

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## (Vorwärts-)Dynamik

Gegeben: MKS mit  $FG > 0$ , eingeprägte (äußere) **Kräfte**

Gesucht: **Bewegung** des MKS

Lösung: Numerische (Vorwärts-)Integration

## Inverse Dynamik

Gegeben: MKS mit  $FG = 0$ , (Gemessene) **Bewegung** (z.B.: *Ganganalyse*)

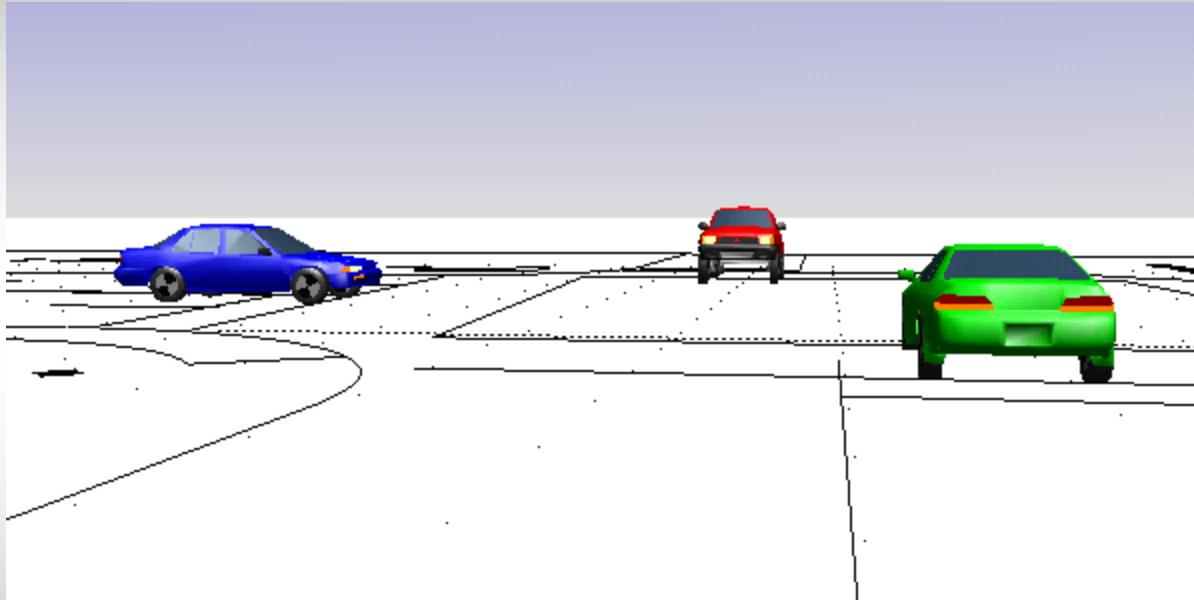
Gesucht: **Kräfte** als Ursache der Bewegung (z.B.: *Muskelkräfte*)

Lösung: Numerisches Differenzieren, nichtlineare Gleichungssysteme, evtl. Optimierungverfahren

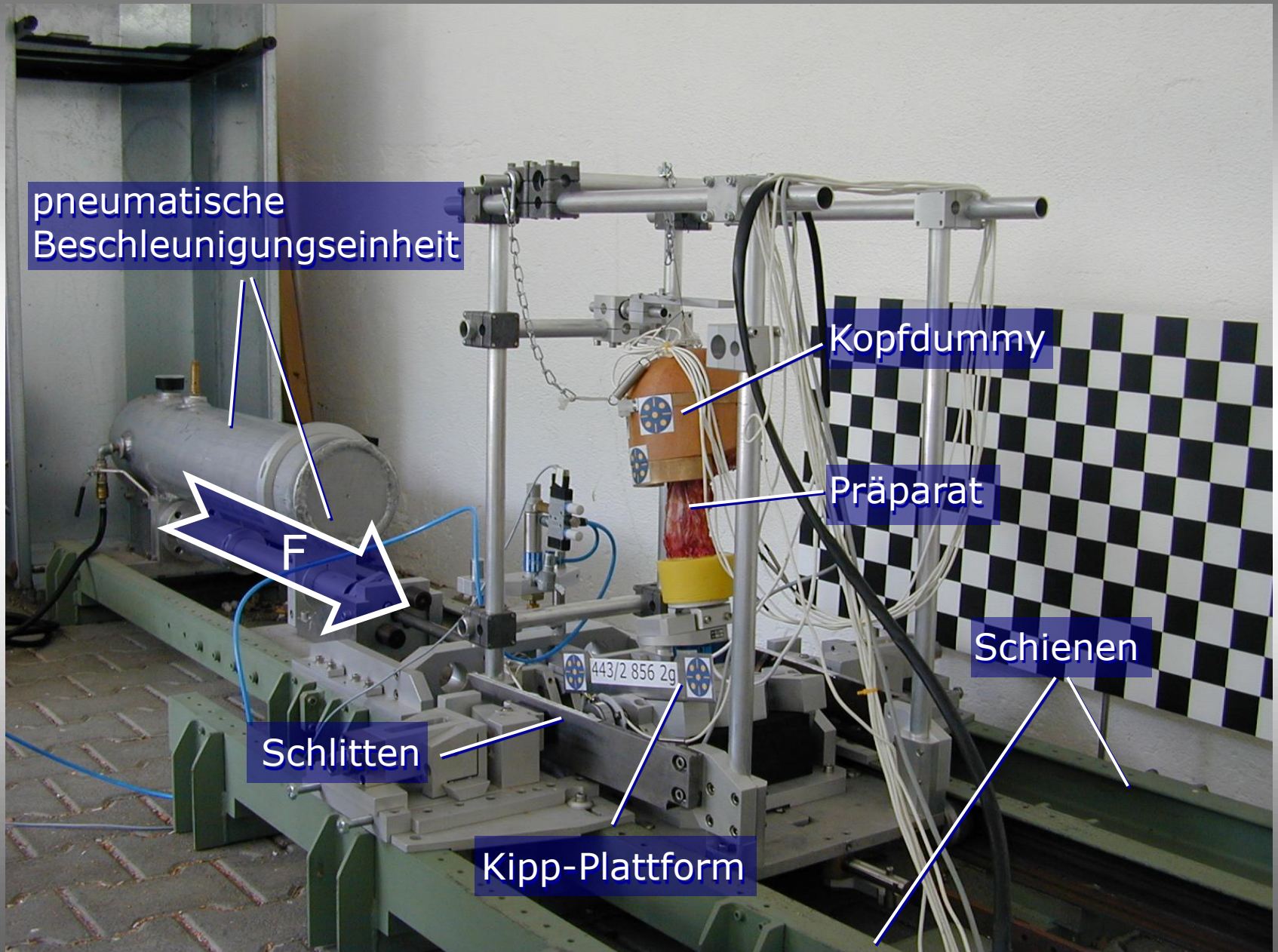


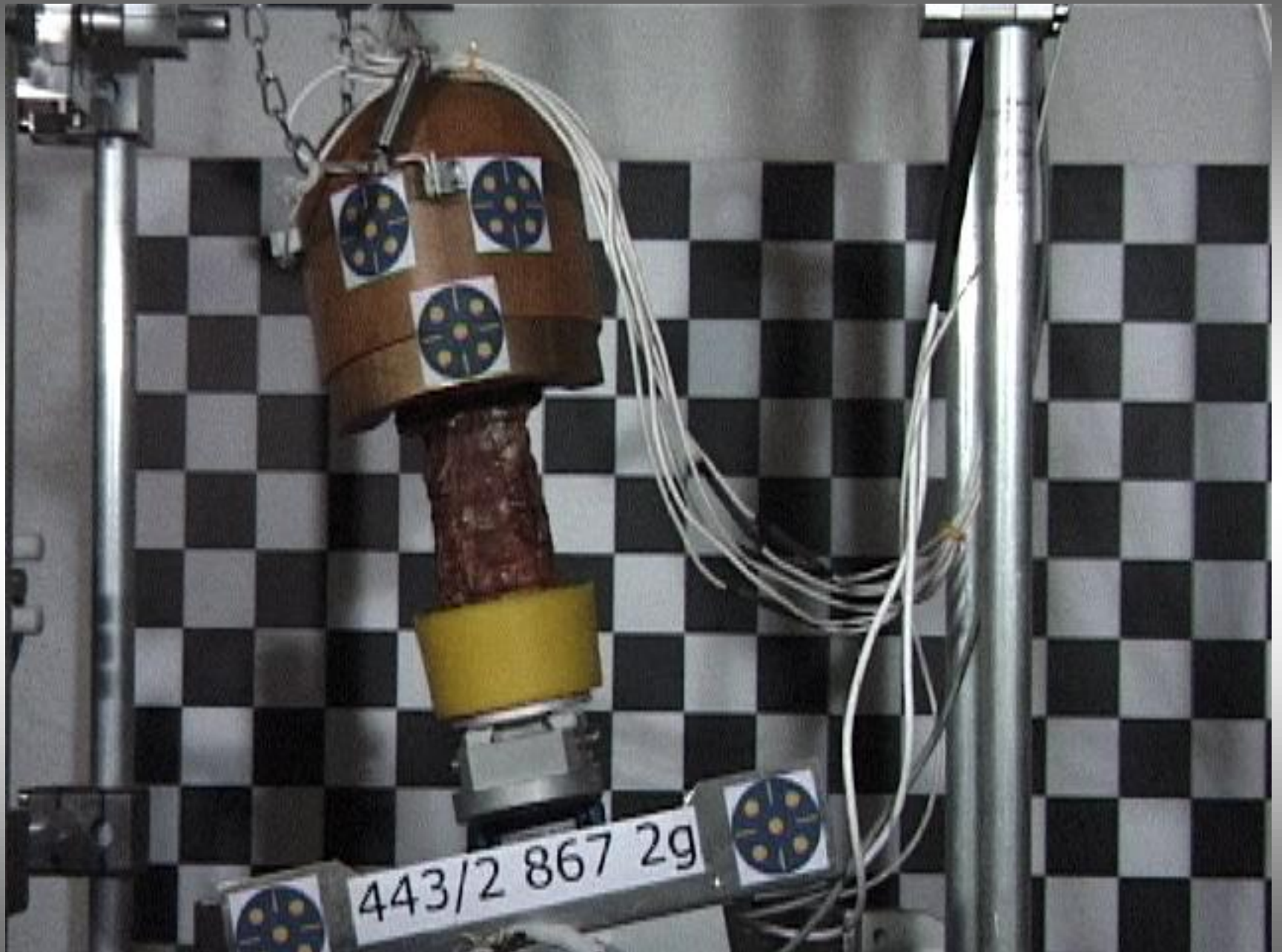
# (Vorwärts-)Dynamik in der Unfallforschung:

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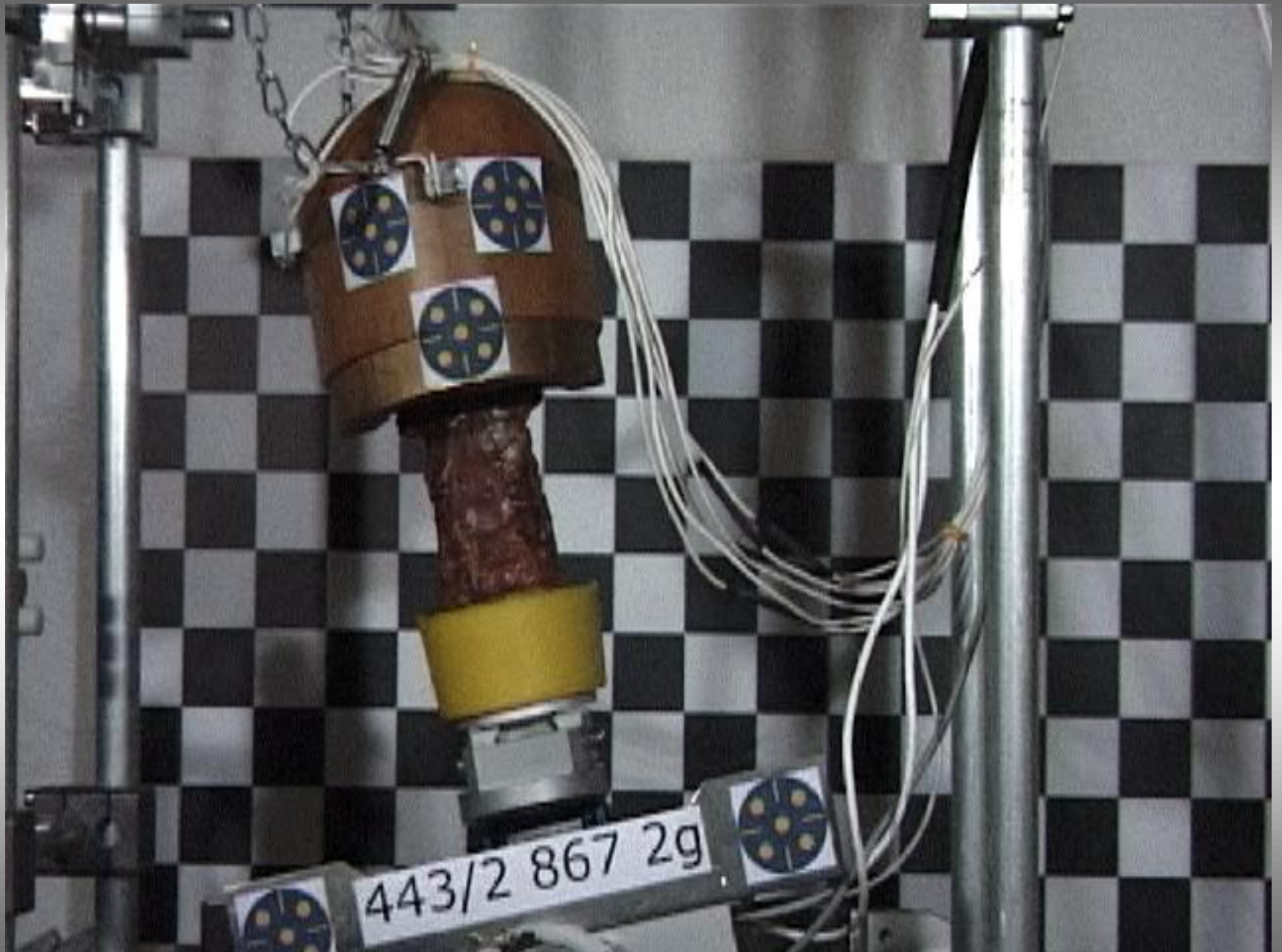


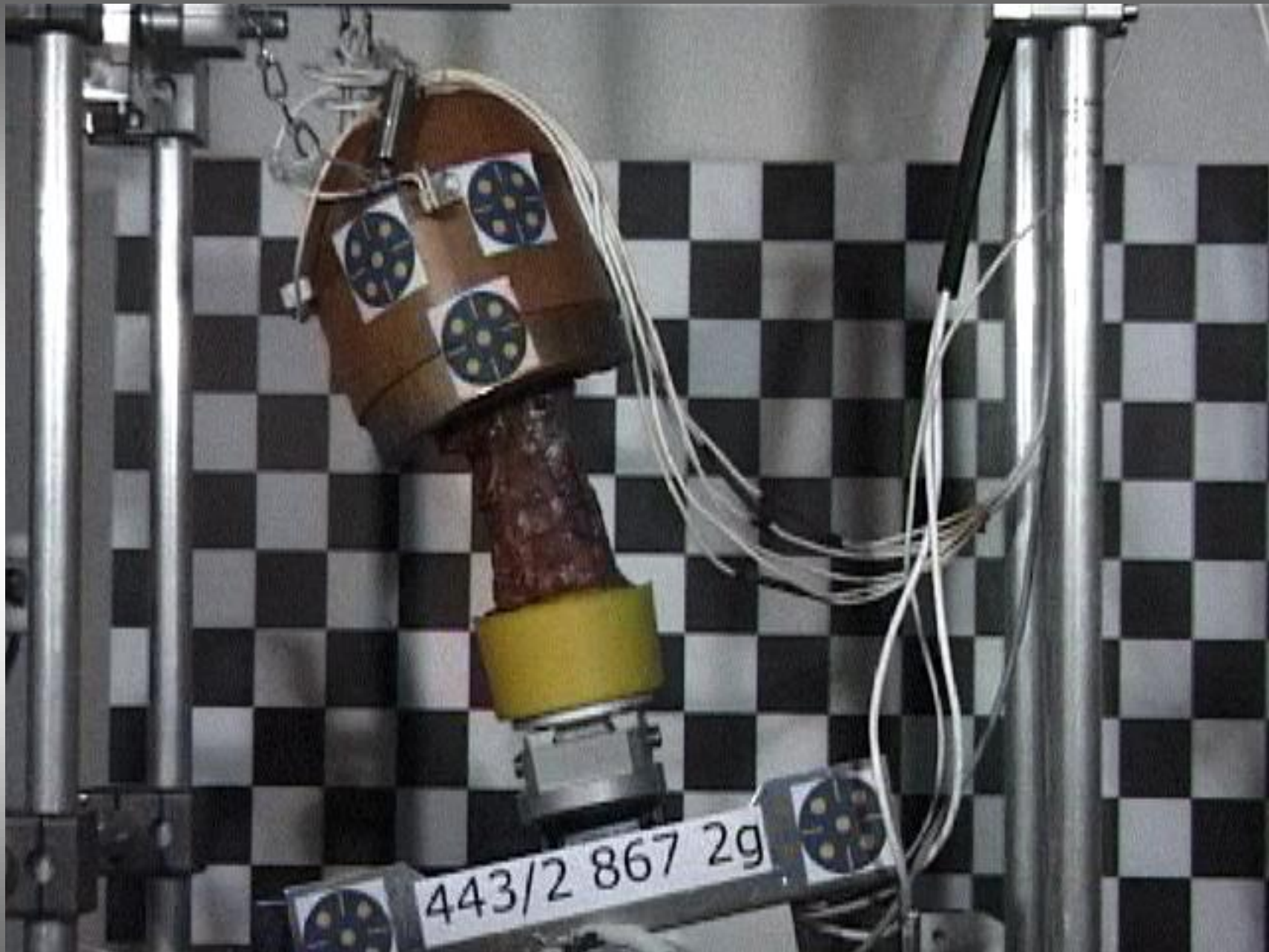
# Beispiel: Eigener Versuchsstand zum Schleudertrauma



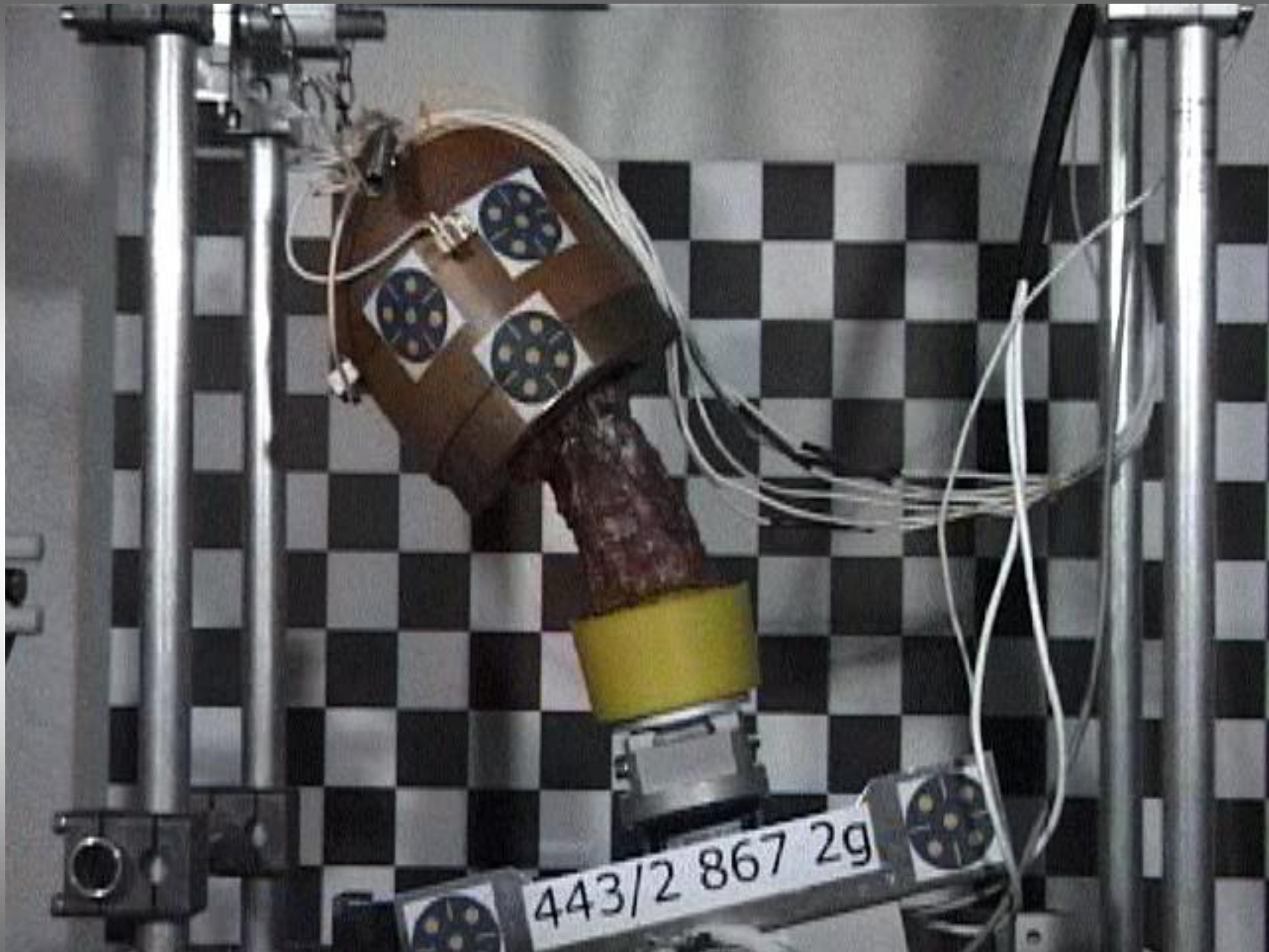


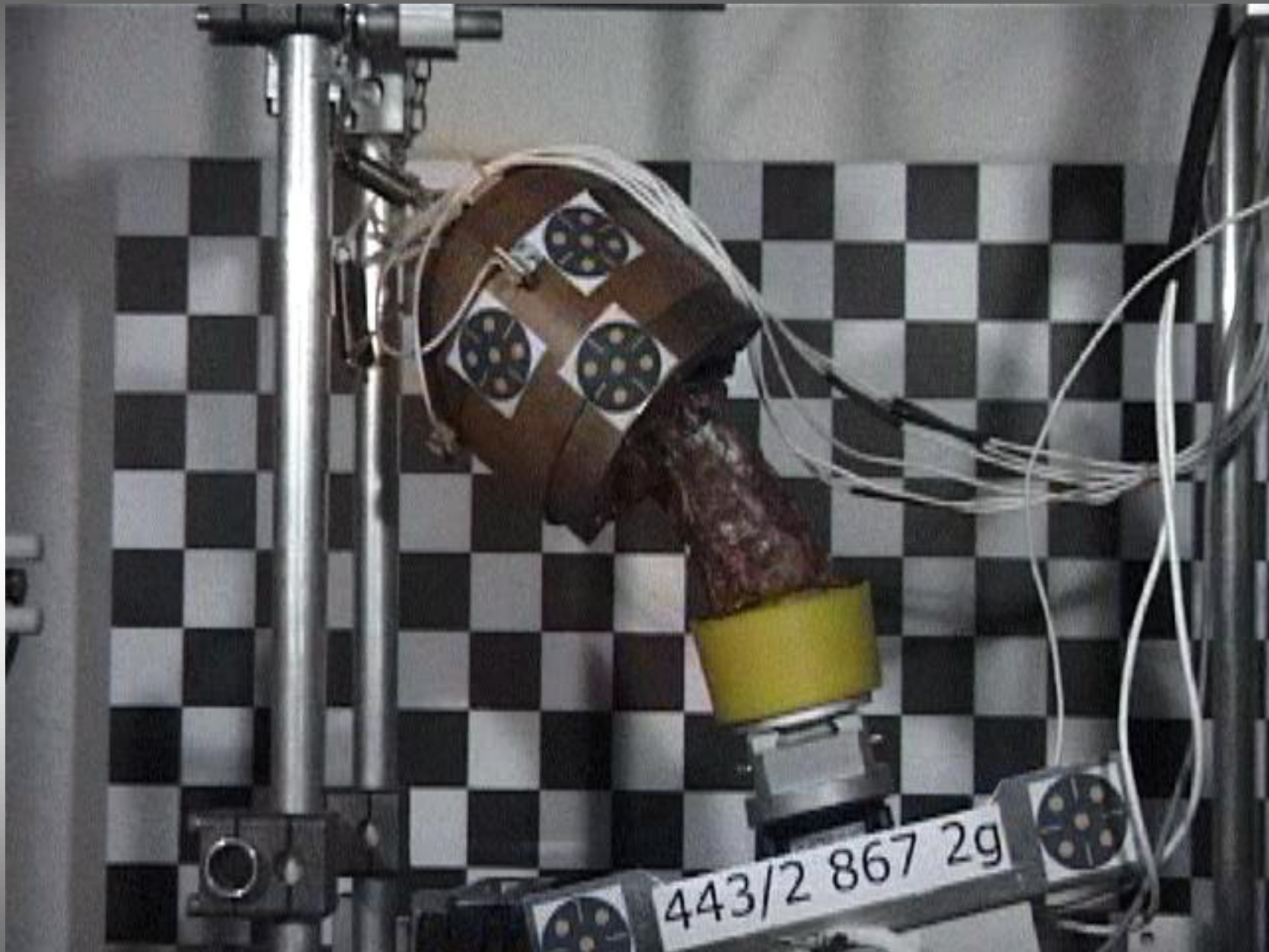






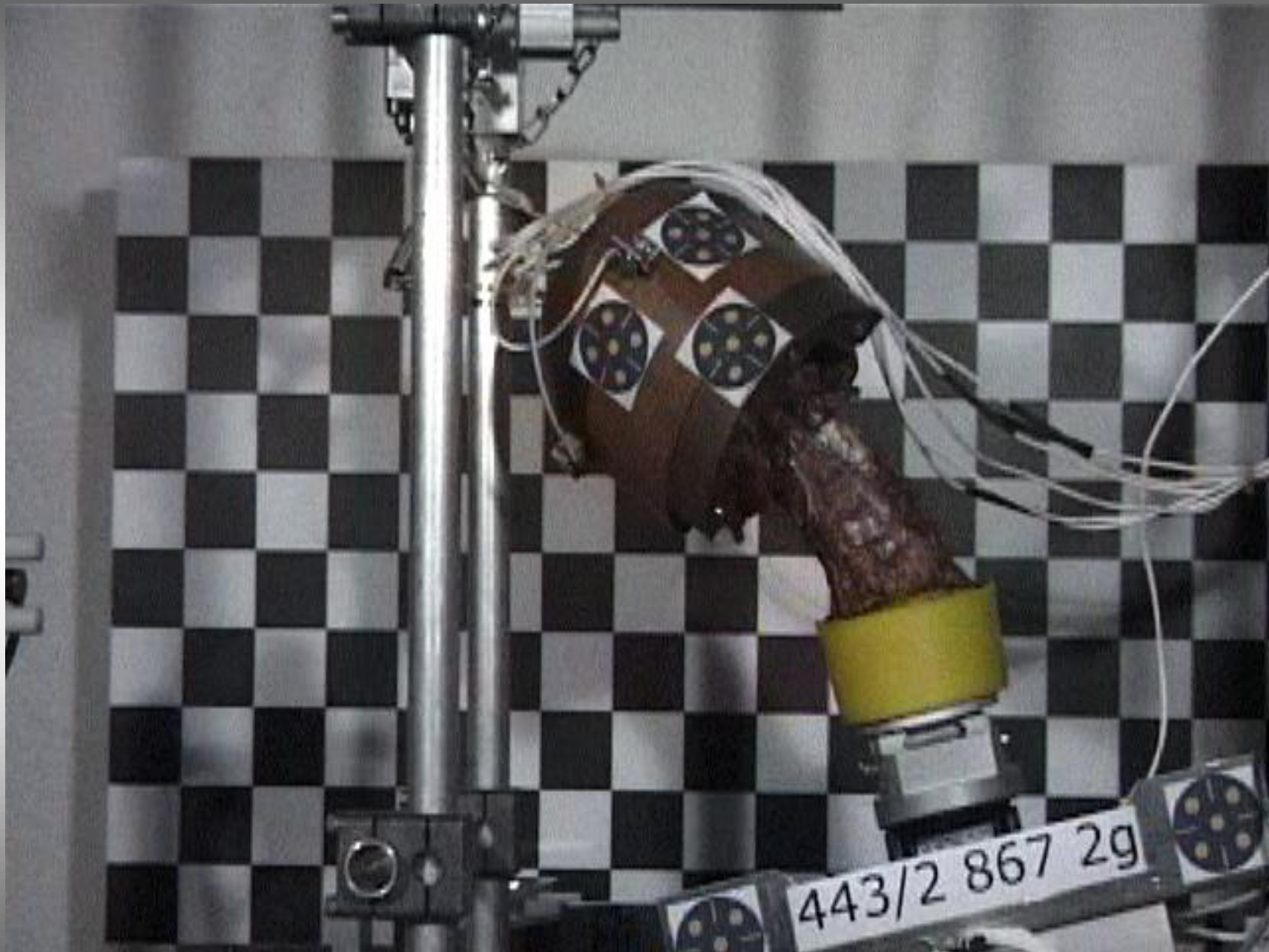




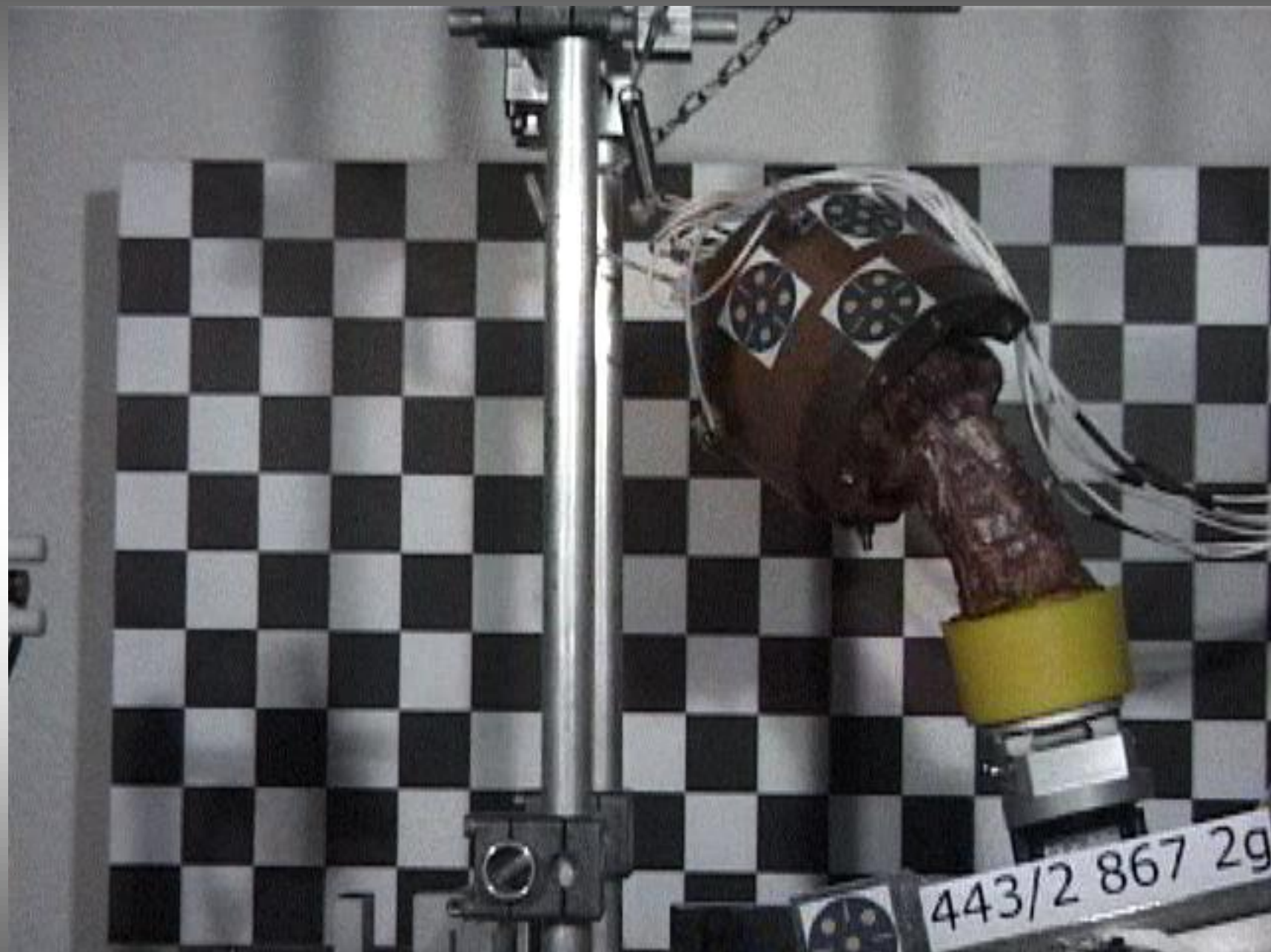


443/2 867 2g











# Beispiel: Simulation des Experiments mit „Madymo“

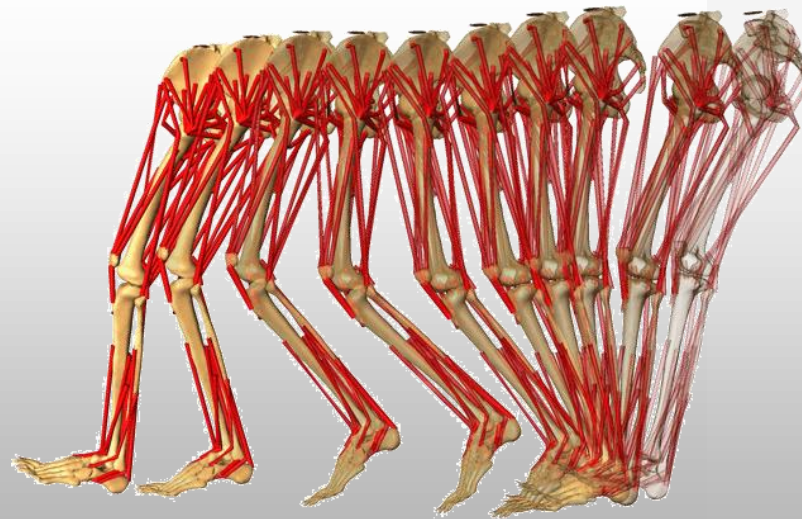
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# Musculoskeletal Models

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## Inverse Dynamics & Optimization





# Software

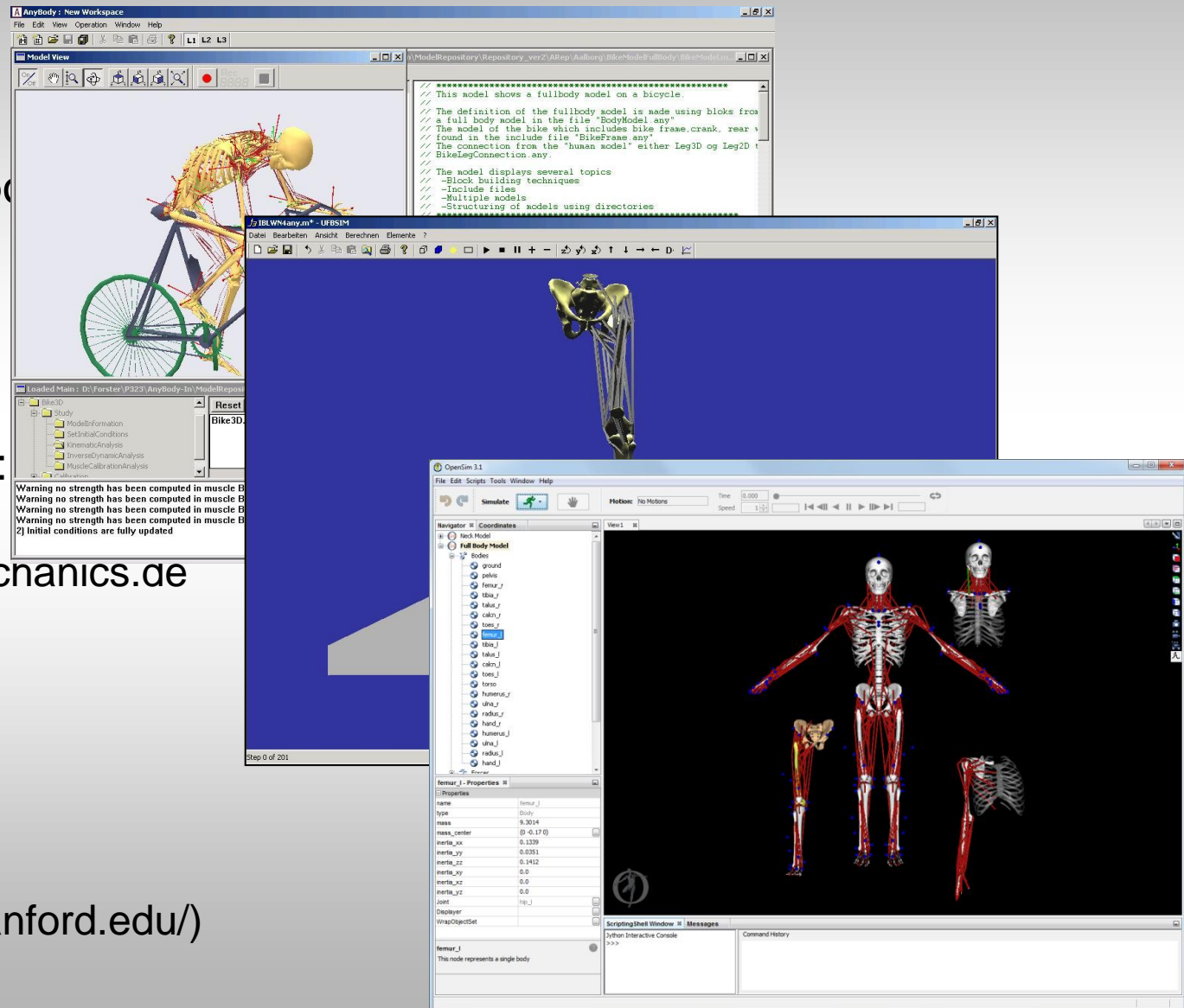
**AnyBody**  
(<http://www.anybody.com>)

Self-developed:  
**UFBSIM**  
(<http://www.biomechanics.de>)

→ [www.uzwr.de](http://www.uzwr.de)

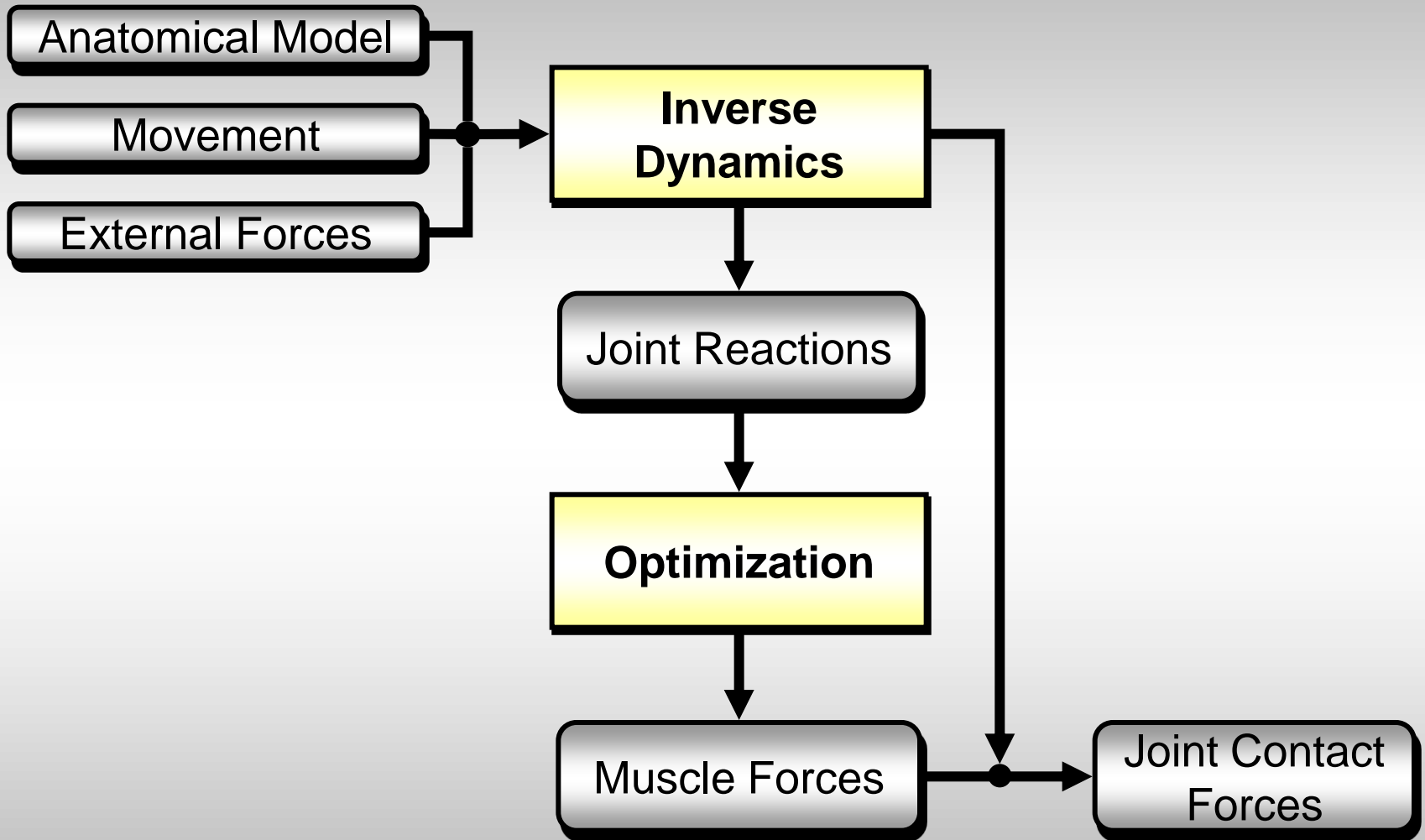
Von Erik Forster

**OpenSim**  
(<http://opensim.stanford.edu/>)



# Inverse Dynamics & Optimization

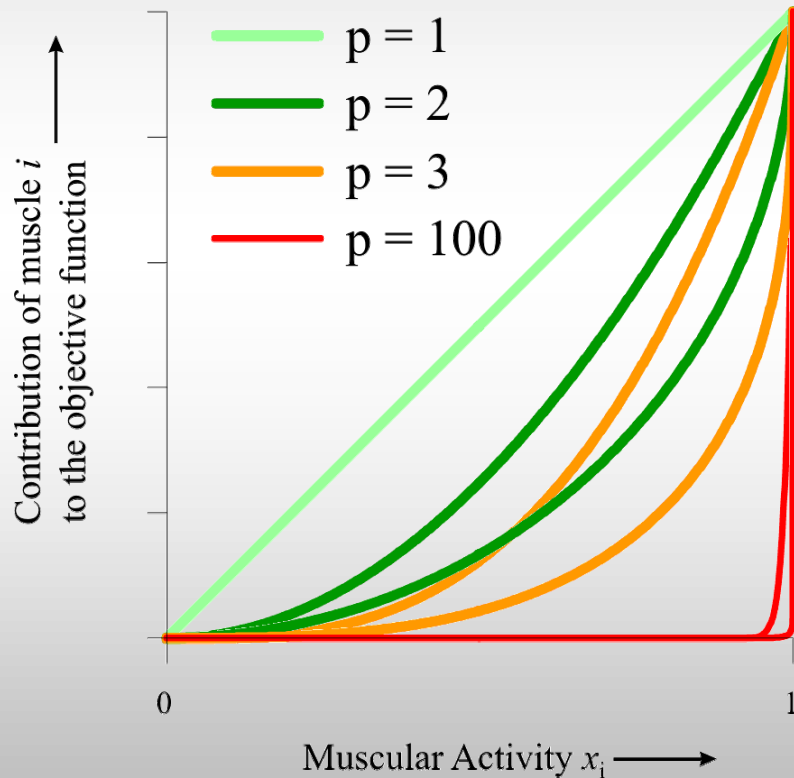
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# Optimization

Optimization Criterion:

$$\mathbf{G} = \min$$



Polynomial Criterion:

$$\mathbf{G} = \sum_i \left( \frac{f_i}{f_{\max,i}} \right)^p$$

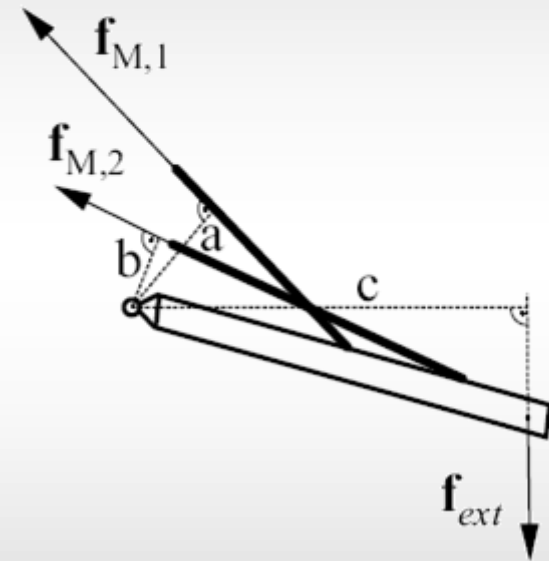
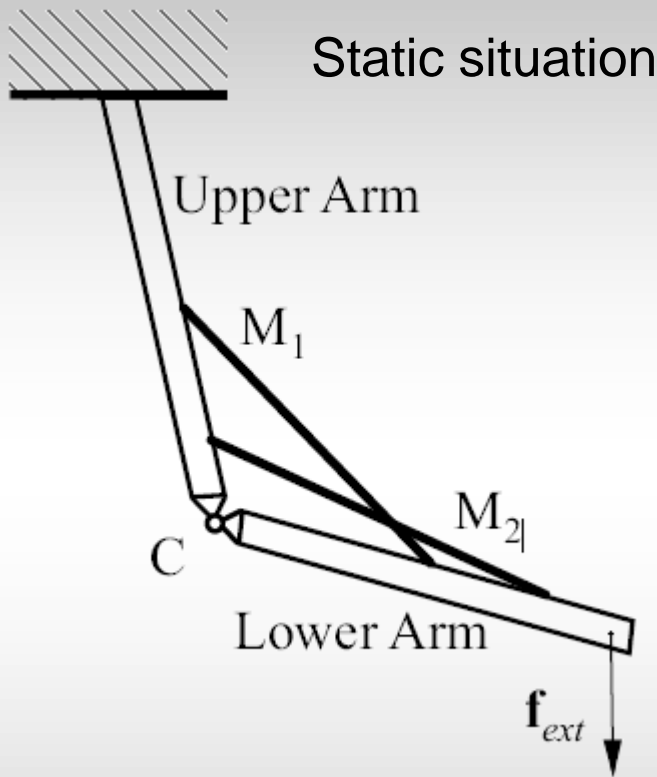
Soft Saturation Criterion:

$$\mathbf{G} = -\sum_i \sqrt[p]{1 - \left( \frac{f_i}{f_{\max,i}} \right)^p}$$

min/max Criterion:

$$\mathbf{G} = \max \left( \frac{f_i}{f_{\max,i}} \right)$$

# Two-Muscle Example, Synergy

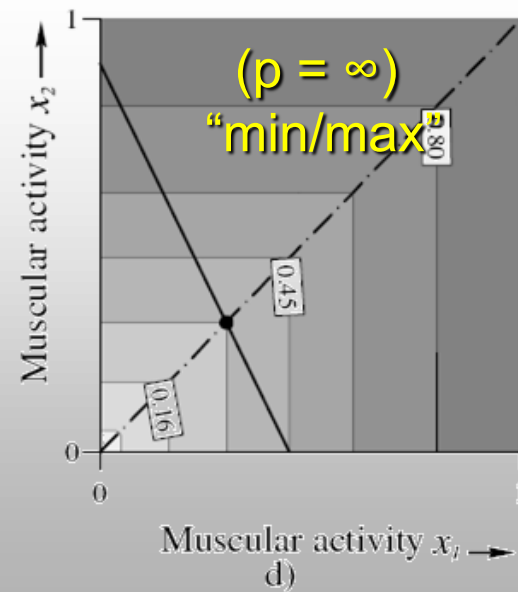
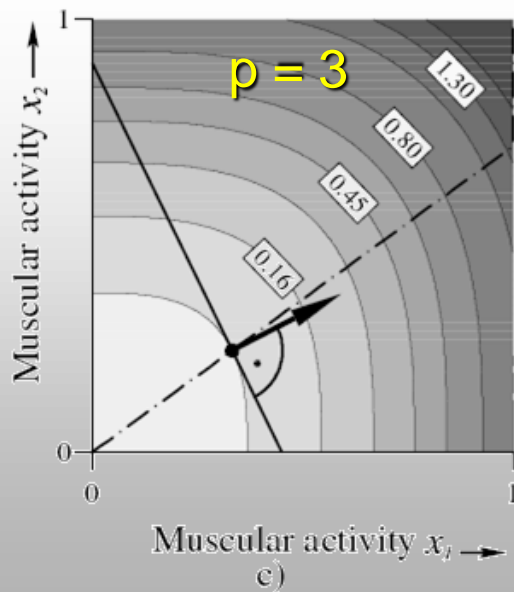
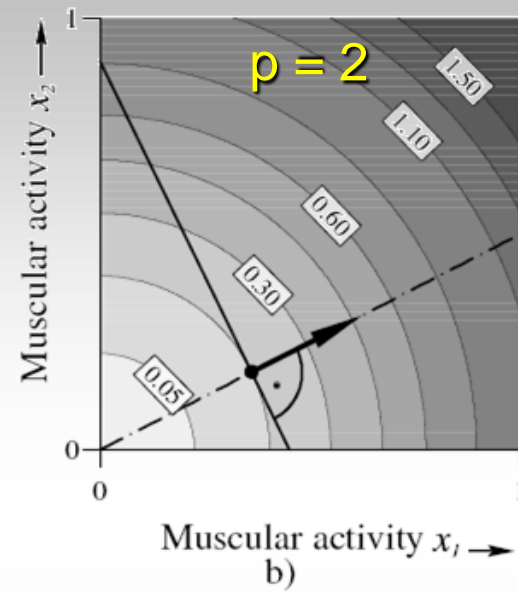
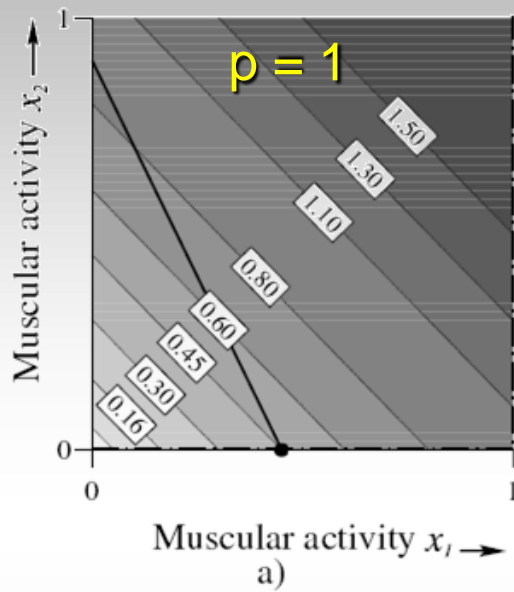


Moment equilibrium:  $f_{M1} \cdot a + f_{M2} \cdot b = f_{ext} \cdot c$

$$f_{M2} = f_{ext} \cdot \frac{c}{b} - f_{M1} \cdot \frac{a}{b}$$



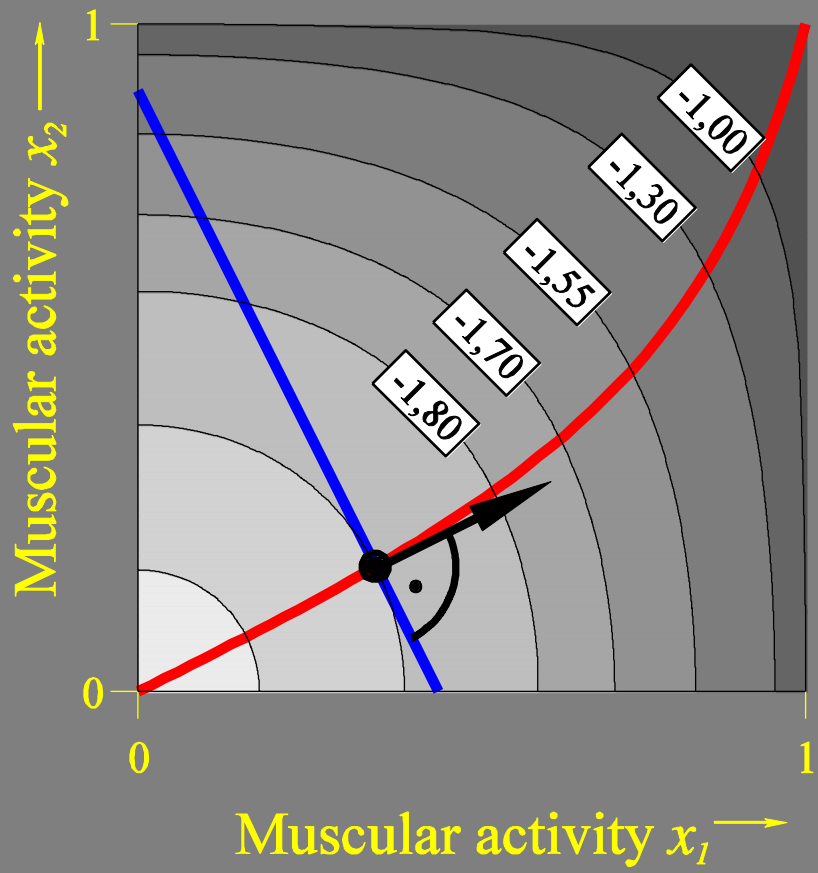
# Objective Function in the Activation Space



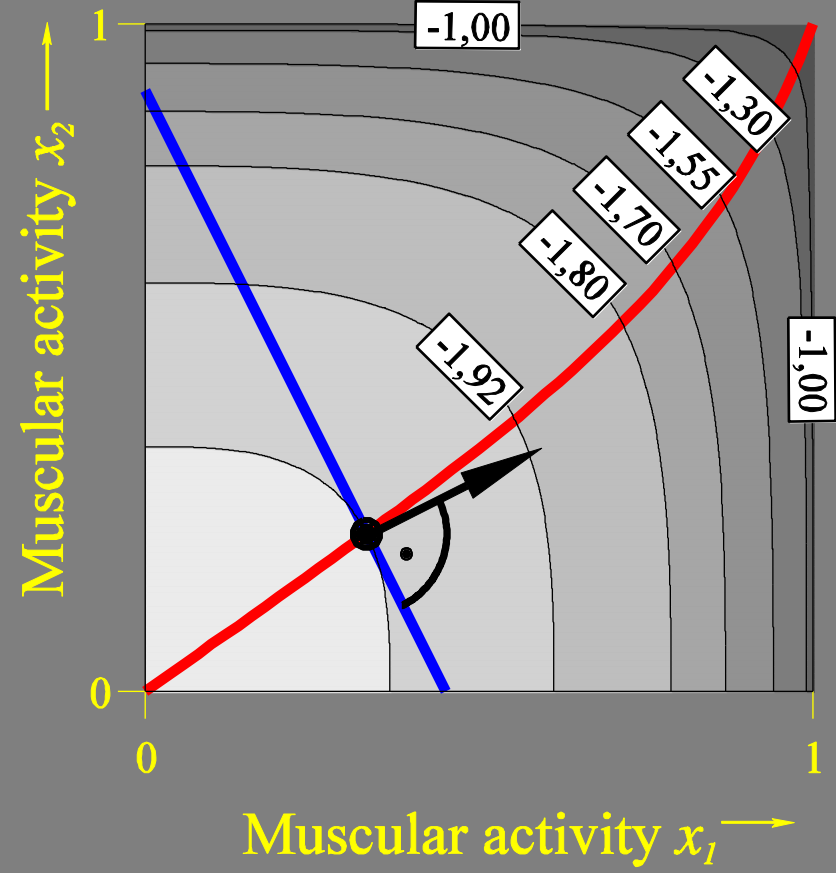
# Soft Saturation

$$G = -\sum_i^p \sqrt[p]{1 - \left(\frac{f_i}{f_{\max,i}}\right)^p}$$

$p = 2$



$p = 3$



**Problem: Predicting antagonistic muscle activity**

# Shift Factor ("Night and Fog Factor")

Optimization criterion:

$$\mathbf{G} = \min$$

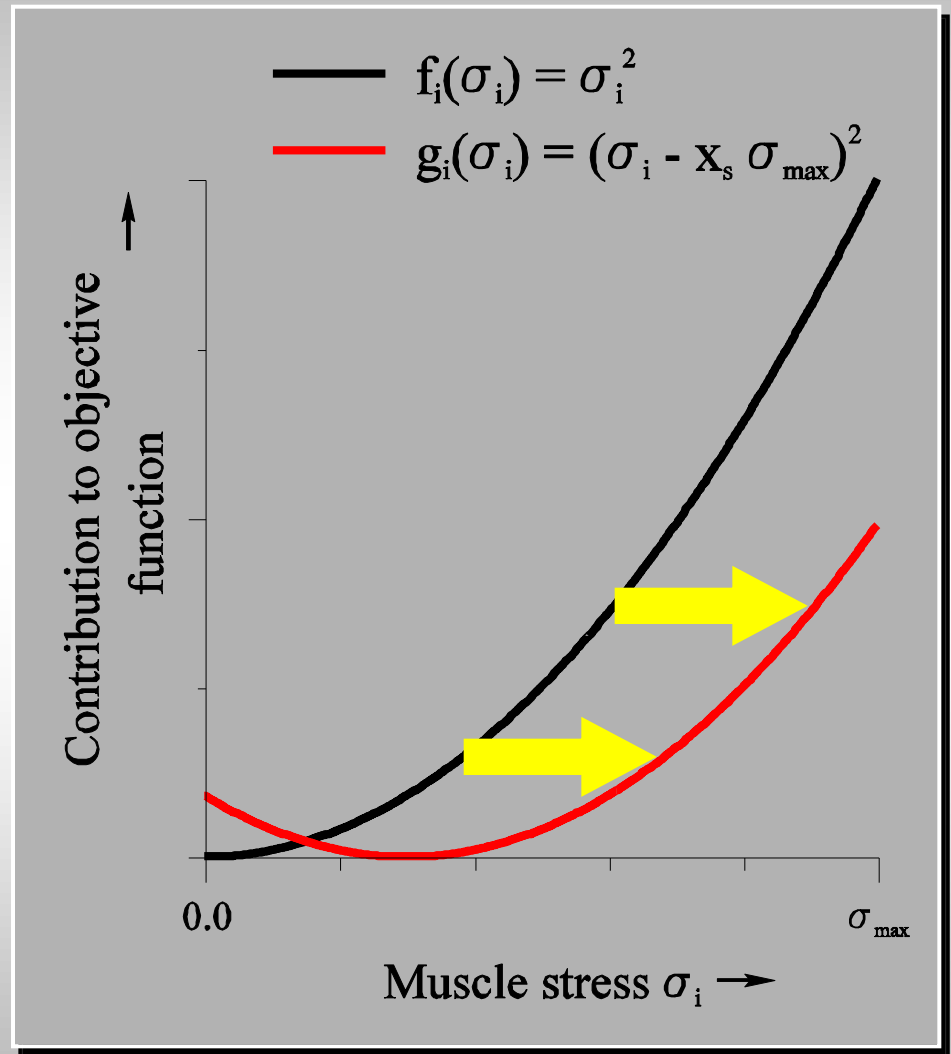
Objective function:

$$\mathbf{G} = \sum_i f_i(\sigma_i)$$

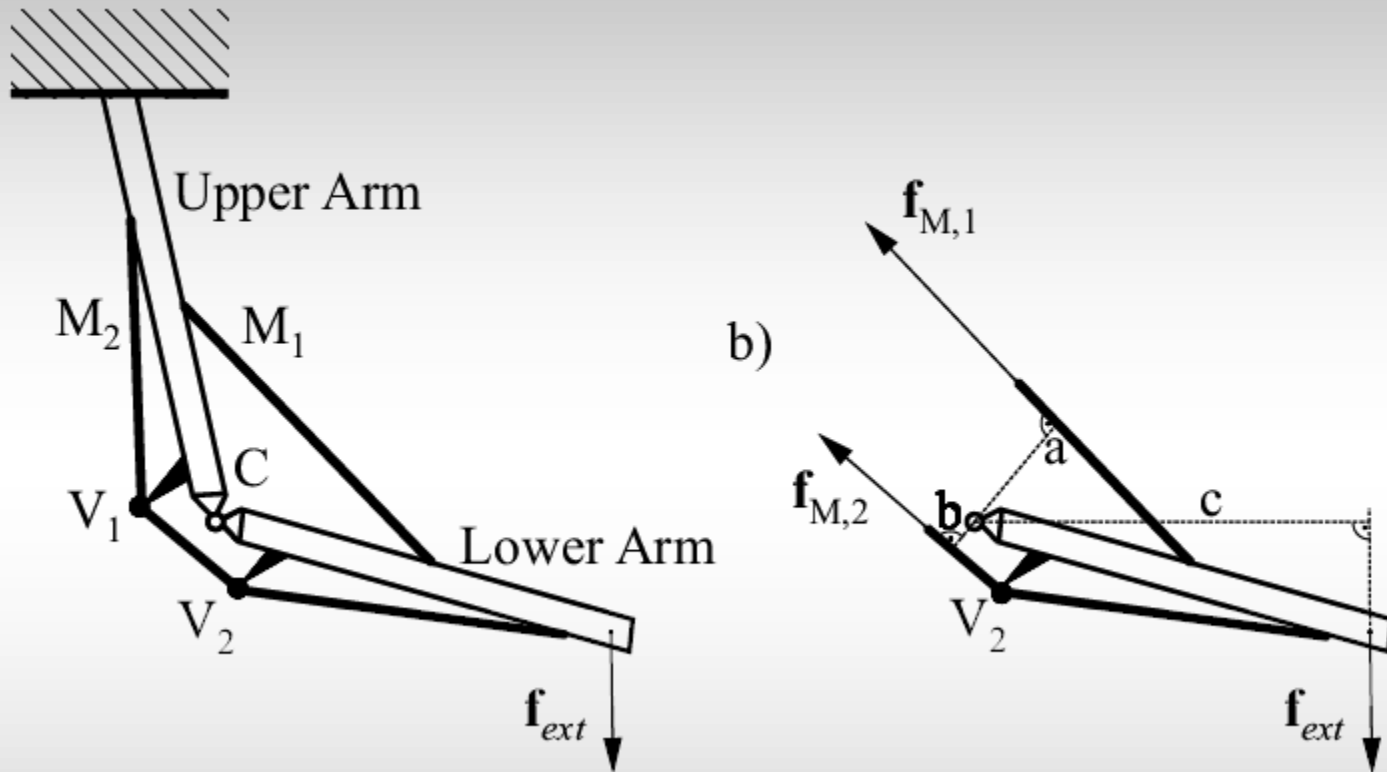
Extension:

$$(\sigma_i) \rightarrow (\sigma_i + x_s \sigma_{\max})$$

$x_s$  – Shift parameter



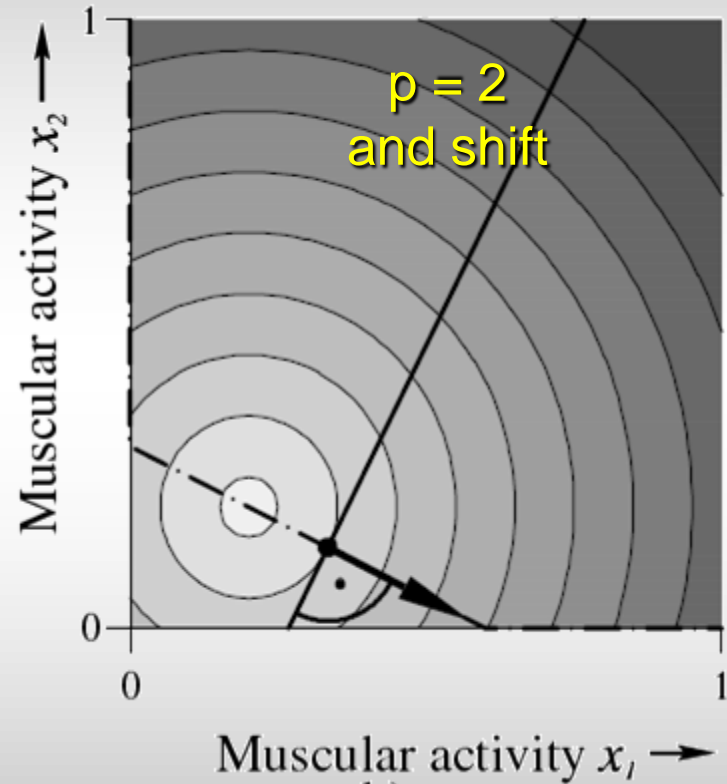
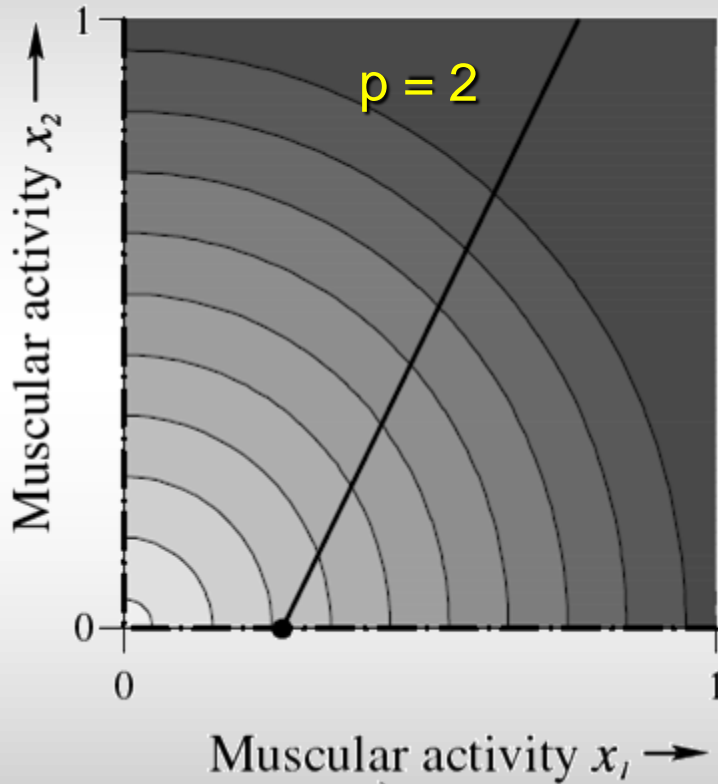
# Two-Muscle Example, Co-Contraction



Moment equilibrium:  $f_{M1} \cdot a - f_{M2} \cdot b = f_{ext} \cdot c$

$$f_{M2} = -f_{ext} \cdot \frac{c}{b} + f_{M1} \cdot \frac{a}{b}$$

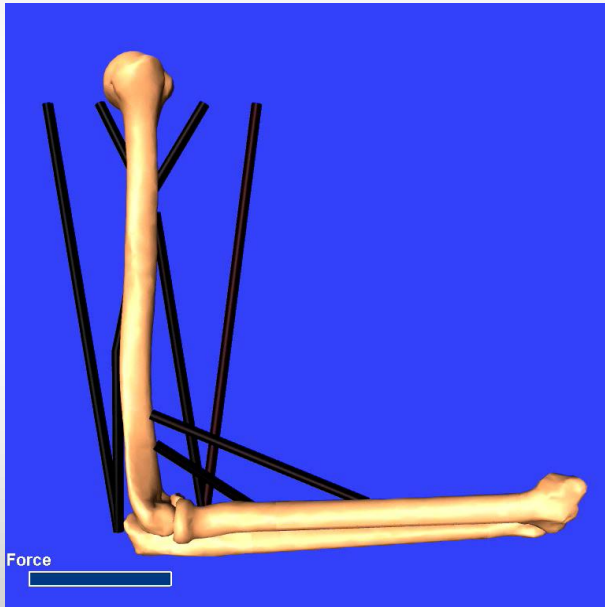
# Objective Function in the Activation Space



# Results: Muscle Activity

Conventional  
Quadratic Criterion

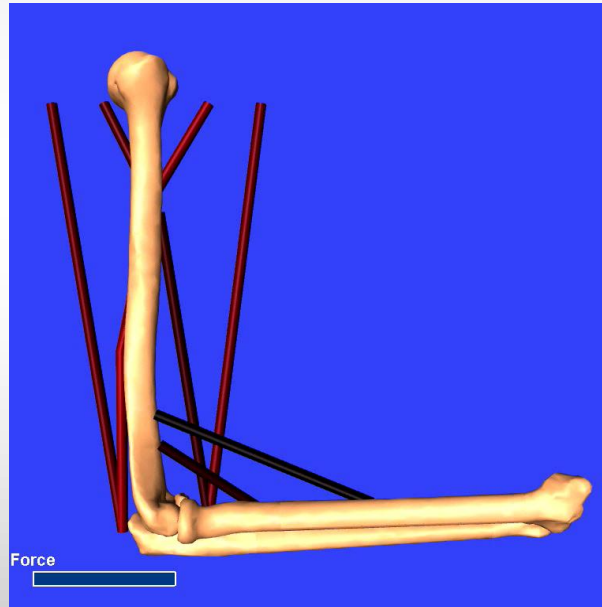
$$x_s=0.0$$



Flexor activity only

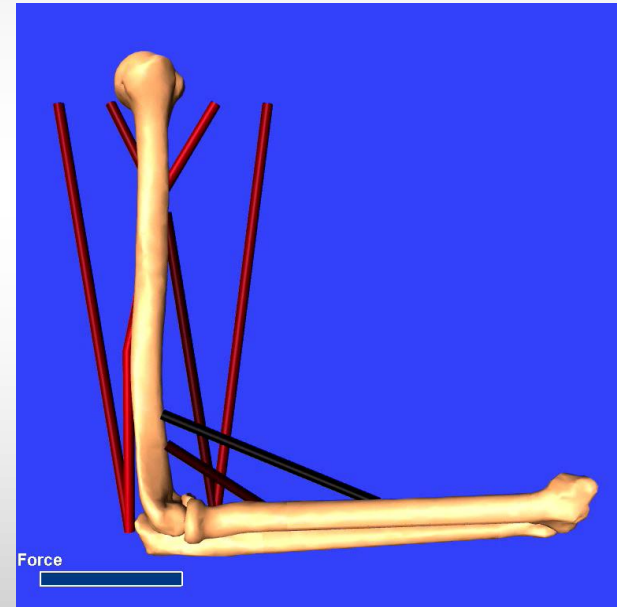
Quadratic Criterion with Extension

$$x_s=0.2$$



Flexor and extensor activity

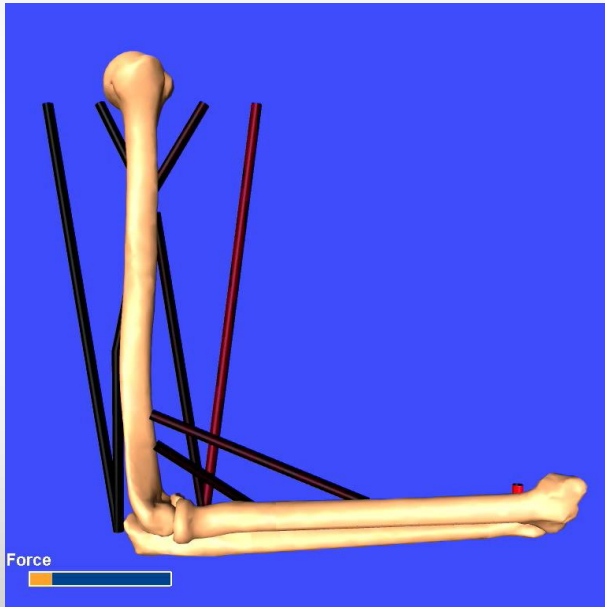
$$x_s=0.4$$



# Results: Muscle Activity

Conventional  
Quadratic Criterion

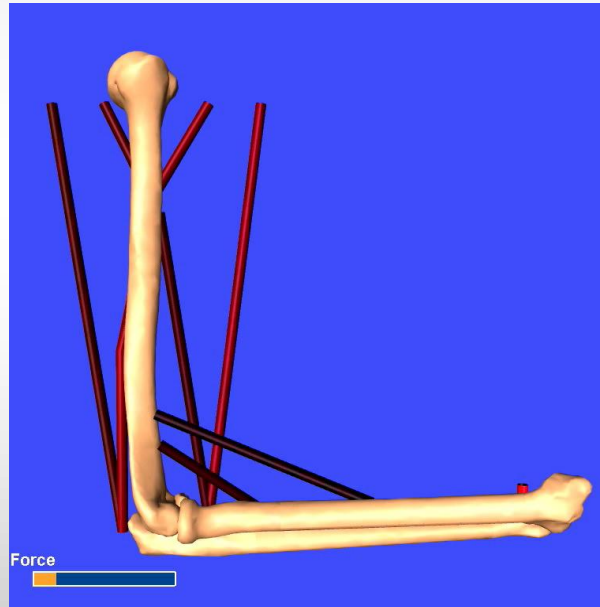
$$x_s=0.0$$



Flexor activity only

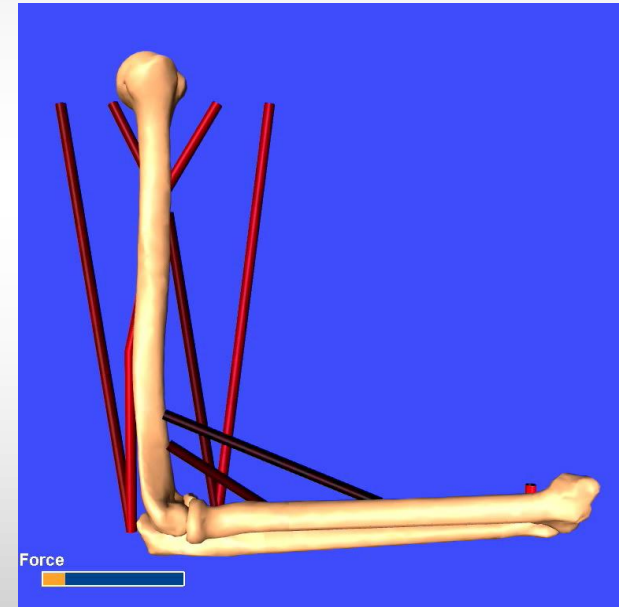
Quadratic Criterion with Extension

$$x_s=0.2$$



Flexor and extensor activity

$$x_s=0.4$$

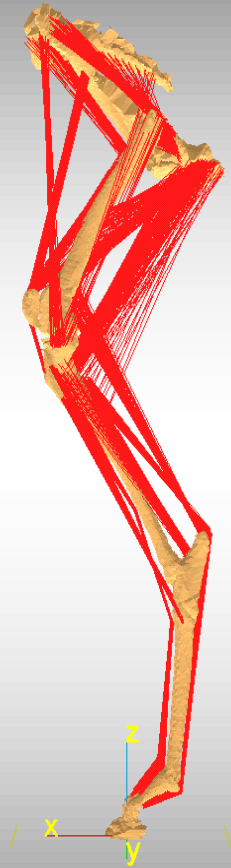


Preloading of joint



# Schaf: Anatomie

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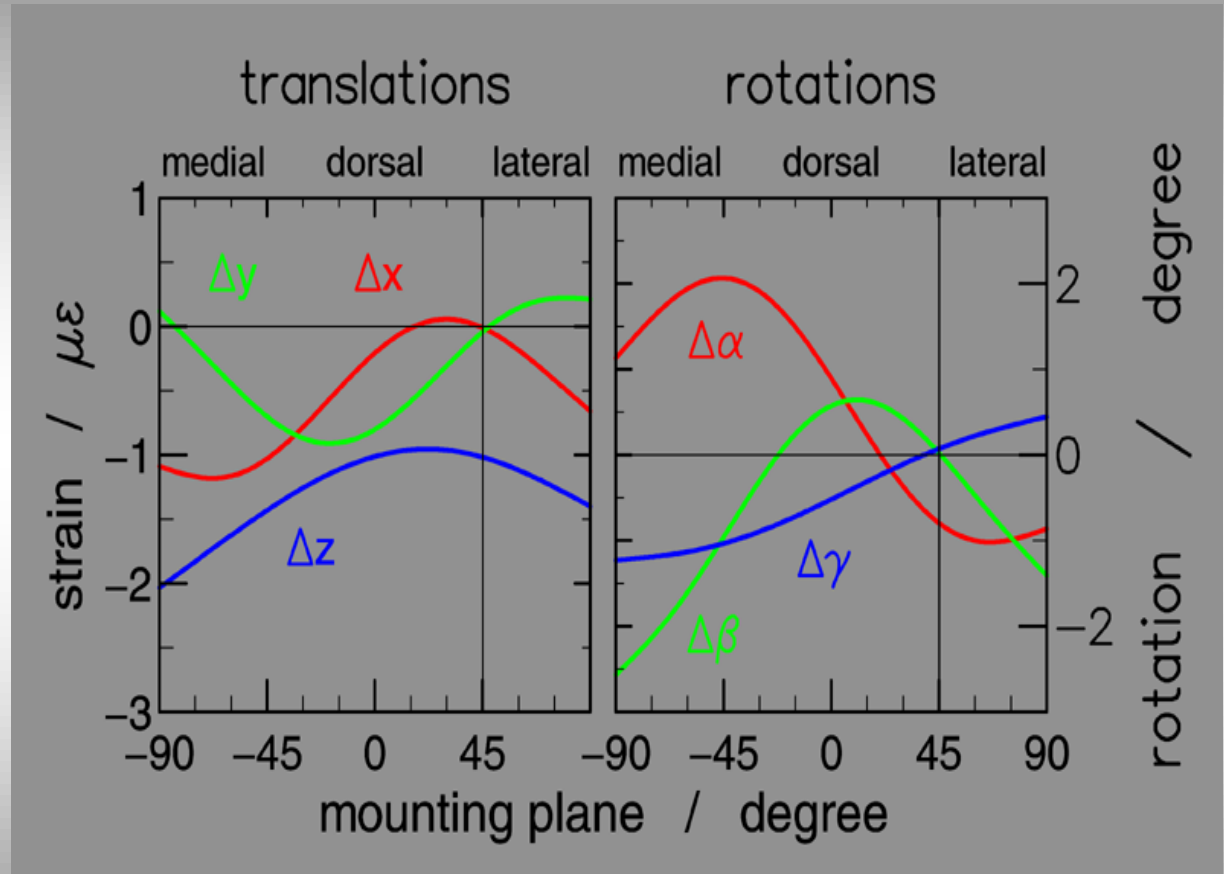


# Schaf: Gangzyklus

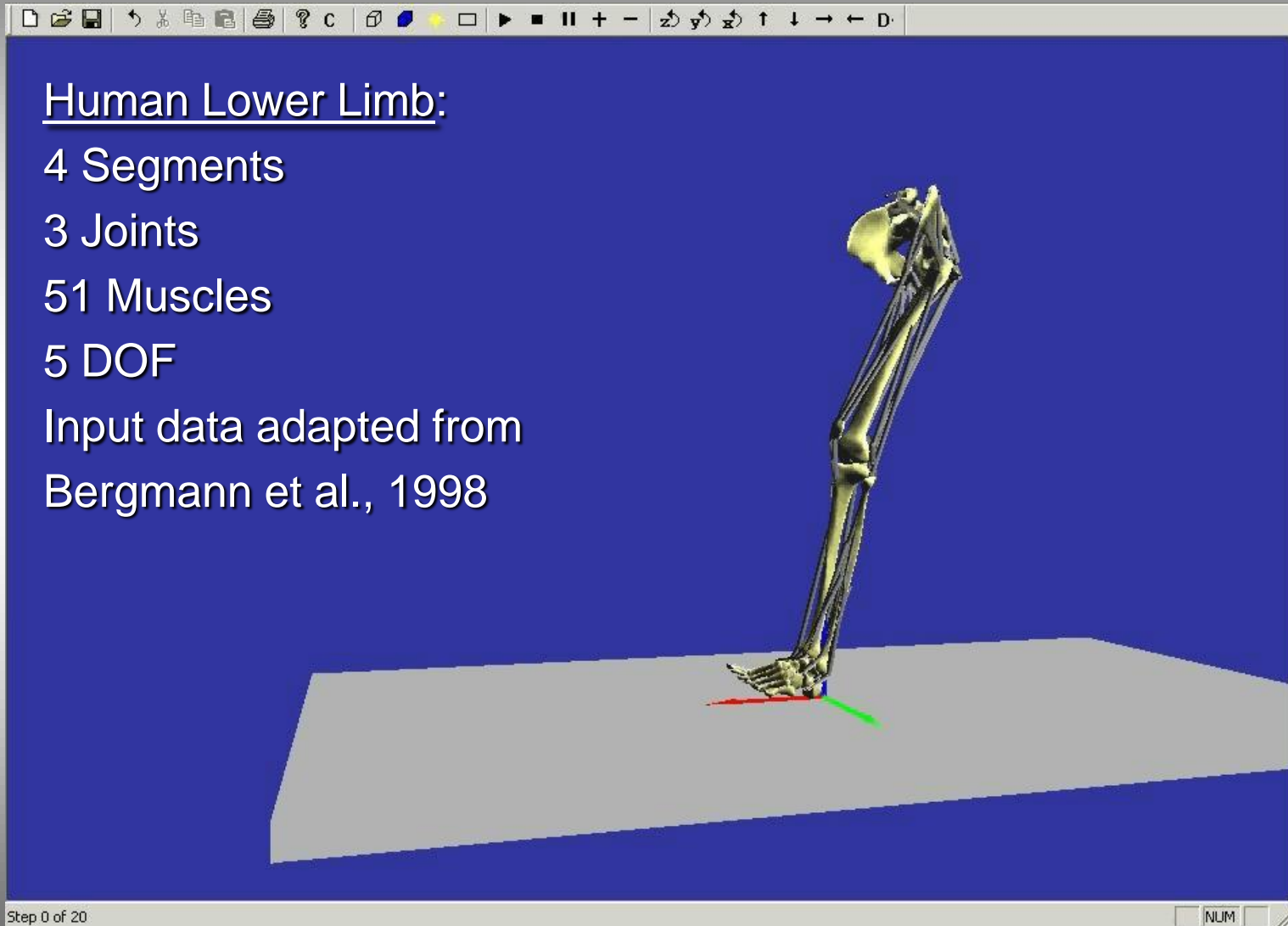
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# Schaf: Interfragmentäre Bewegung



# Musculoskeletal Model: UFBSim Example



Human Lower Limb:

- 4 Segments
- 3 Joints
- 51 Muscles
- 5 DOF

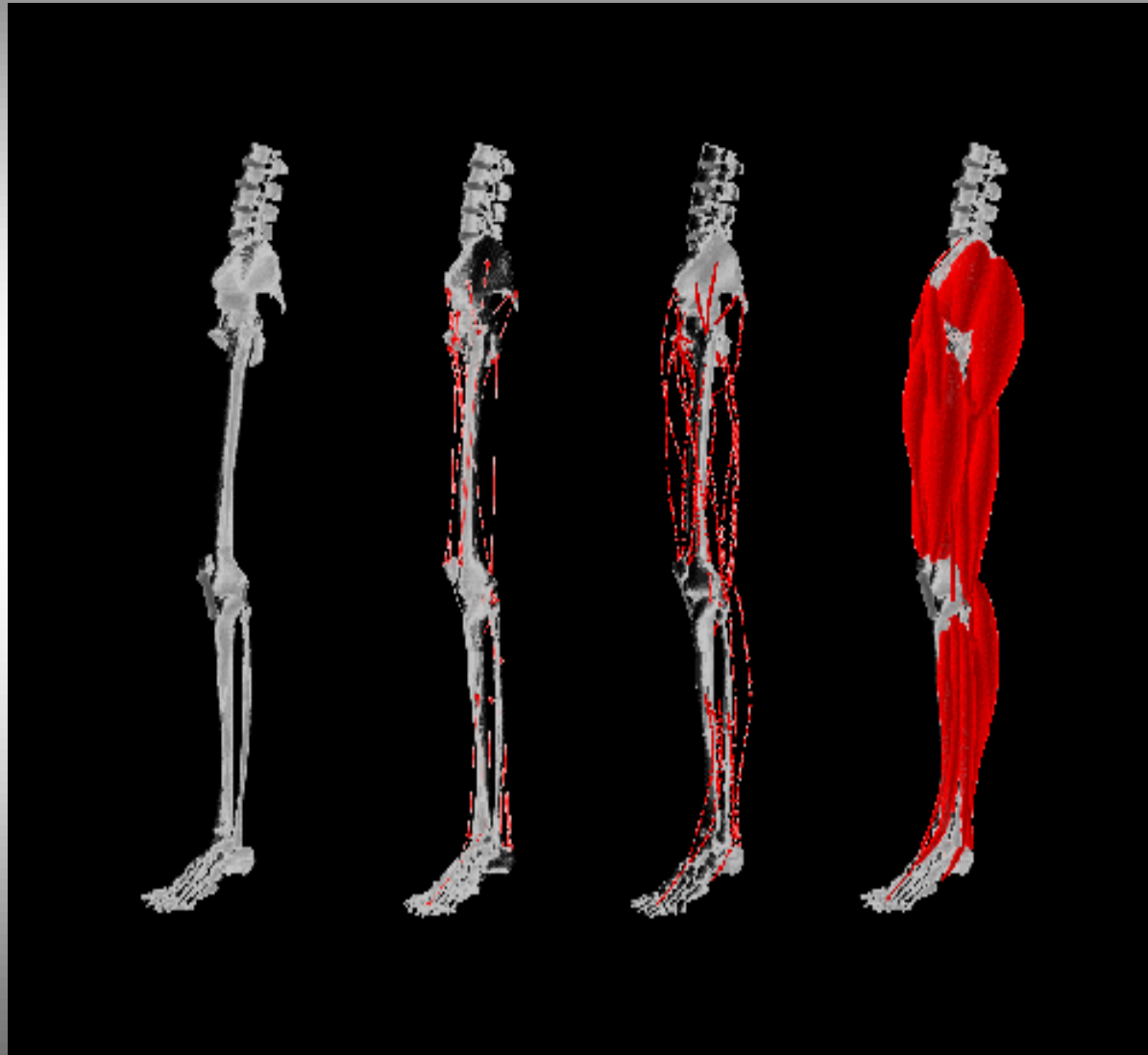
Input data adapted from  
Bergmann et al., 1998

Step 0 of 20

NUM

# Human: Anatomie

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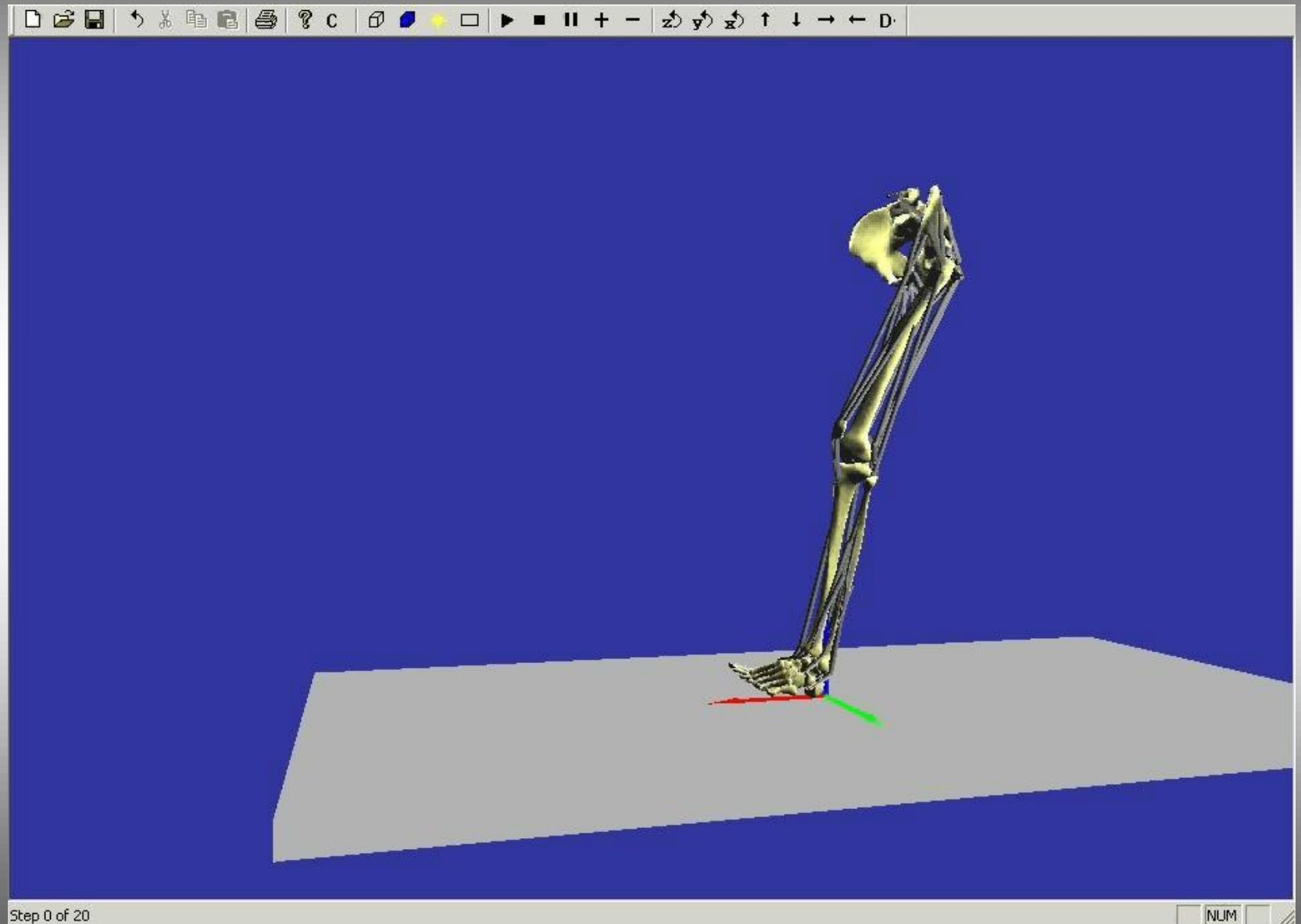


# Human: Ganganalyse

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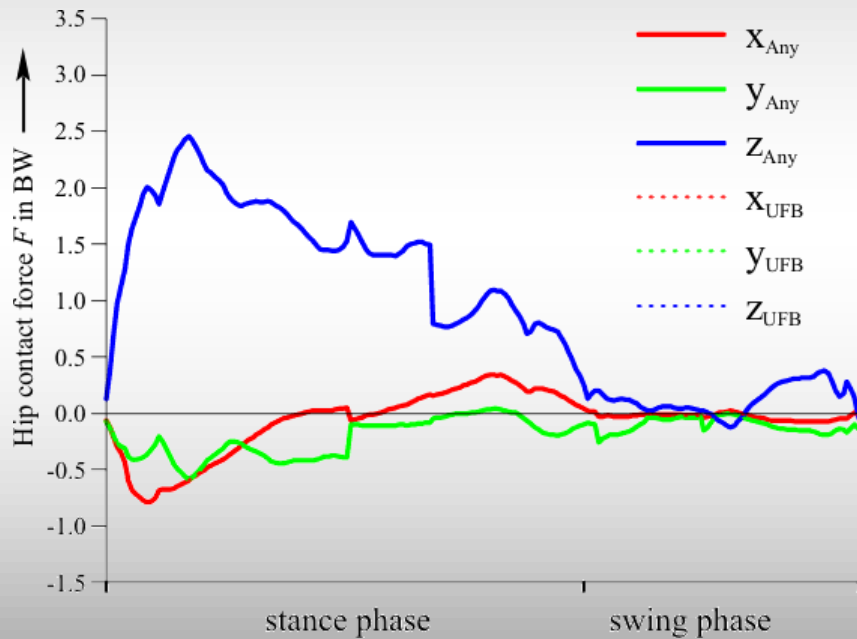


# Human: Gangzyklus

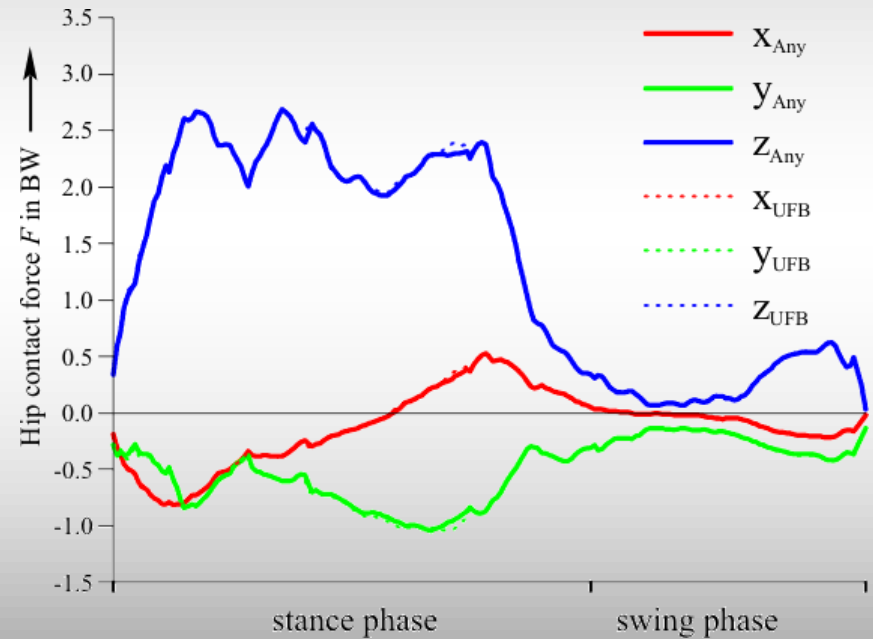


# Results

## Predicted hip contact forces during normal walking of one trial of normal walking for one subject over time



linear



min/max



# Item 1: Bachelor thesis Dominik Vogelaar

Improvements:

- 18 segments (bones)
- 47 muscles
- 25 joints
- 32 DOF

